IN THE SPECIFICATION:

Please replace paragraph no. ***[0004]*** *with the following paragraph. The amendments to paragraph no.* ***[0004]*** *are indicated by strikethrough and underlining.*

But using stencil shadow volumes have limitations in generating shadow effects. Shadow volume techniques generally require many shadow primitives that collectively consume relatively large amounts of pixel fill rate as well as computational overhead when rendering dynamic scenes. As such, the rendering of shadow effects using shadow volumes ~~consume~~ consumes more GPU processing capacity, more transmission channel capacity, and more storage than otherwise is desired.

Please replace paragraph no. ***[0053]*** *with the following paragraph. The amendments to paragraph no.* ***[0053]*** *are indicated by strikethrough and underlining.*

In this example, the controller determines that only one primitive partially covers Q2 (i.e., primitive 404) at a point in time before another primitive (i.e., primitive 406) is rendered. The controller at this time can determine that first part of Q2 450 (and the samples therein) are covered by primitive 404. As such, only those delta count buffers 702 that are associated with covered samples are incremented. Hence, only the first set of delta count buffers 704 is incremented.

Please replace paragraph no. ***[0054]*** *with the following paragraph. The amendments to paragraph no.* ***[0054]*** *are indicated by strikethrough and underlining.*

But after another primitive is rendered and is determined to cover the remaining samples of Q2, as is the case with primitive 406 covering the samples associated with second part of Q2 452. The controller then can increment the second set of delta count buffers 706 as shown in FIG. 7B. And after the last value 724 is stored in delta count buffers 722, and after the controller determines that each value in the delta count buffers 722 is the same, tile stencil buffer 760 can be updated with a value (e.g., "+1"), which is representative of a characteristic common to all samples of Q2 at that time. Then, as shown in FIG. 7C, delta count buffers 732 can be cleared to zero.